

PLT Project TML Discussion Note

Location: NWC 606 Date & Time: September-28-2011 5:30pm-7:00pm

1. About LRM working cycle
 - 1.1. Drop the idea of two cycles. Work on one cycle and leave some time for refining.
 - 1.2. Assign some homework to each member at every discussion. Finish drafting before Sunday midnight and post it online. Review others' work before Wednesday discussion. Leave comments online or during discussion, if any.
2. About Weekly rough plan
 - 2.1. Set up a time table

Dates	Work
Sept-28	Make plans Basic features: identifiers, comments, basic operators Homework assignment
Homework	Try to write data structures along with its methods in TML, and see what language features we could add. <ol style="list-style-type: none">1. Avl tree: Yan2. Stack, Queue, List: Akash3. Binary Tree and think about Heap: Jiabin4. GCD and other non-tree simple algorithms, and think about Dictionary if time permits: Shuai
Oct-5	Give reports on the homework and raise discussion Discuss about keywords, function signatures, tree type and operators, function calls, scopes, etc.
Homework	TBD
Oct-12	Continue discussion on keywords, function signatures, tree type and operators, function calls, scopes, etc. Make it concrete on paper. Try to finalize all points in TML.
Homework	Draft on LRM.
Oct-19	Comment on the draft. Raise questions in TML.
Homework	Get back on Homework 1 and try to write other programs in TML. See if it works well.
Oct-26	Finalize LRM.
	Midterm preparation
Oct-31	LRM Due

3. Primitive types and operators
 - 3.1. Primitive Types:
 - 3.1.1. NO type cast currently

3.1.2. Primitive Types

- int: signed
- float
- char
- string: do not care about references. Only care about value when comparing.
- bool: only two value, true and false. Since no type cast, cannot convert from or to int.

3.1.3. Primitive operators

- Arithmetic: +, -, *, /, %
- Comparing: >, >=, ==, !=, <=, <
- Assignment: =, +=, -=, *=, /=, %=
- String: == [*string compare*], sizeof() [*get string length*]

4. Unchanged things with C++ style

4.1. Identifier

4.2. Comments